

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A program for projecting a predetermined image onto a character of a game in a game machine ~~including~~ having an operation means unit for executing predetermined operation in a screen, a calculation processing means unit for executing predetermined calculation, and a control [means] unit connected with the operation ~~means unit~~ and the calculation processing ~~means unit~~ and for controlling the calculation processing ~~means unit~~, ~~the program being operable to effect:~~ the program encoded in computer readable medium and configured to be executed by the game machine, the program comprising:

an image creation ~~step for creating~~ process which creates an image consisting of two-dimensional coordinates with the control ~~means unit~~ by operating the operation ~~means unit~~; and

a ~~step for arranging,~~ a pasting process which arranges the image created by the image creation process and a virtual light source for projecting the image onto a character at an arbitrary position in the vicinity of the character in a three-dimensional virtual space, based on an input signal from the operation ~~means unit~~, ~~the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity of the character in a three-dimensional virtual space,~~ and for pasting on the character a projected image created by projecting the image onto the character from the projection light source[[.]],

wherein the pasting process pastes on the character the projected image such that the projected image projected on a projection plane closest to a viewpoint is remains after the character projected on the projected image is pasted on the projection plane.

2. (Currently Amended) The processing system according to claim 1, wherein the character is constituted by a combination of a plurality of parts, ~~and wherein;~~ wherein the pasting process pastes on the character the projected image such that the projected image projected on a projection plane closest to a viewpoint remains after the character projected on the projected image is pasted on the projection plane, ~~the program is operable to allow the control means to designate at least one of the parts as a projection target of the image in response to the operation of the operation means and to paste~~ wherein the pasting process pastes the projected image to the designated part by the control unit.

3. (Currently Amended) A game machine ~~comprising~~ having an operation ~~means~~ unit for executing a predetermined operation in a screen, calculation processing ~~means~~ unit for executing a predetermined calculation, and control ~~means~~ unit connected with the operation ~~means~~ unit and the calculation processing ~~means~~ unit and for controlling the calculation processing ~~means~~ unit, the game machine ~~incorporating a program for projecting a predetermined image onto a character of a game, the program being operable to effect~~ comprising:

an image creation ~~step for creating~~ unit which creates an image consisting of two-dimensional coordinates with the control means by operating the operation means; and

~~a step for arranging,~~ a pasting unit which arranges the image created by the image creation unit and a virtual light source for projecting the image onto a character at an arbitrary position in the vicinity of the character in a three-dimensional virtual

~~space~~, based on an input signal from the operation ~~means~~ unit, ~~the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity of the character in a three-dimensional virtual space, and for pasting~~ pastes on the character a projected image created by projecting the image onto the character from the projection light source[[.]].

wherein the pasting process pastes on the character the projected image such that the projected image projected on a projection plane closest to a viewpoint remains, after the character projected on the projected image is pasted on the projection plane.

4. (Currently Amended) The game machine ~~incorporating the program~~ according to claim 3,

wherein the character is constituted by a combination of a plurality of parts, ~~and wherein;~~

at least one of the parts is designated as a projection target in response to the operation of the operation unit; and

~~the program is operable to allow the control means to designate at least one of the parts as a projection target of the image in response to the operation of the operation means and to paste~~ the pasting unit pastes the projected image to the designated part by the control unit.

5. (Currently Amended) A storage medium having thereon stored a program for projecting a predetermined image onto a character of a game in a game machine including operation ~~means~~ unit for executing predetermined operation in a screen, calculation processing ~~means~~ unit for executing predetermined calculation, and control

~~means unit~~ connected with the operation means and the calculation processing ~~means~~ unit and for controlling the calculation processing ~~means~~ unit, the program being ~~operable to effect~~ executed by the game machine, the program comprising:

an image creation ~~step for creating~~ process which creates an image consisting of two-dimensional coordinates with the control ~~means~~ unit by operating the operation ~~means~~ unit; and

~~a step for arranging,~~ a pasting process which arranges the image created by the image creation unit and a virtual light source for projecting the image onto a character at an arbitrary position in the vicinity of the character in a three-dimensional virtual space, based on an input signal from the operation ~~means~~ unit, ~~the image created in the image creation step and a virtual light source for projecting the image onto a character, at arbitrary positions in the vicinity of the character in a three-dimensional virtual space,~~ and ~~for pasting~~ pastes on the character a projected image created by projecting the image onto the character from the projection light source[[]].

wherein the pasting process pastes on the character the projected image such that the projected image projected on a projection plane closest to a viewpoint remains, after the character projected on the projected image is pasted on the projection plane.

6. (Currently Amended) The storage medium having thereon stored the program according to claim 5, wherein

the character is constituted by a combination of a plurality of parts, ~~and wherein;~~

at least one of the parts is designated as a projection target in response to the operation of the operation unit; and

~~the program is operable to allow the control means to designate at least one of the parts as a projection target of the image in response to the operation of the operation means and to paste~~ the pasting process pastes the projected image to the designated part by the control unit.

7. (Currently Amended) An image display control program for operating a computer as image data creation ~~means~~ unit for creating image data for displaying on a display device an object image created by projecting a predetermined projection image onto an object consisting of three-dimensional coordinates in a three-dimensional virtual space, the image display control program being ~~operable to allow the control means to effect functions of~~ in a computer readable medium and configured to be executed by a control unit of the computer, the image display control program comprising:

creating predetermined projection image data to be projected onto the object;
arranging the object and the projection image in the virtual space;
determining, based on operation of an operator, the relative position of the projection image to the object and the position of a virtual light source which projects the projection image onto the object;

calculating the distance between the virtual light source and a projection plane containing the projection position on the object, and calculating the projection plane of the object, onto which the projection image is projected, removing from the projection ~~[[targets]]~~ image ~~[[the]]~~ a projection plane~~[[s at]]~~ beyond a predetermined distance ~~[[or farther]]~~ from the virtual light source;

projecting the projection image onto the projection plane with the virtual light source as a viewpoint, and pasting the projection image to the projection plane of the object; and

creating object image data for the object to which the projection image is pasted.

8. (Currently Amended) The image display control program according to claim 7, ~~wherein~~ further comprising:

~~the program is operable to allow the control means to effect a function of~~
creating image data of the projection image by the control unit, based on a operation
signal inputted from an operating means unit by a user.

9. (Currently Amended) The image display control program according to claim 7
~~or 8, wherein~~ further comprising:

~~the program is operable to allow the control means to effect functions of:~~
projecting the projection image onto a transparent object having a same or an
approximately same shape as that of the object and pasting the projection image to the
transparent object, by the control unit; and

causing the display device to display the transparent object to which the
projection image is pasted, in such a manner as to be superimposed on the object, by
the control unit.

10. (Currently Amended) The image display control program of claim 7, ~~wherein~~
further comprising:

the program is operable to effect a function of changing the transparency degree
of the projection object depending on the determination of [[when it is determined
from]] the relation between the positions of the virtual light source, the projection object
and the object that deformation of projection image pasted to the object [[is
remarkable]] by the control unit.

11. (Currently Amended) The image display control program of claim 7, ~~wherein~~
further comprising:

the object consists of a combination of a plurality of parts, and wherein
~~the program is operable to allow the control means to effect a function of~~
~~designating at least one of the parts as a projection target of the projection image in~~
response to operation of an operator, and pasting the projection image to the
designated part(s).

12. (Currently Amended) An image display control program for operating a
computer as image data creation ~~means~~ unit for creating image data for displaying on a
display device an object image created by projecting a predetermined projection image
onto an object consisting of three-dimensional coordinates in a three-dimensional
virtual space, the image display control program being ~~operable to allow the control~~
~~means to effect functions of~~ encoded in computer readable medium and configured to
be executed by the computer, the image display control program comprising:

creating predetermined projection image data to be projected onto the object;
arranging the object and the projection image in the virtual space;
determining, based on operation of an operator, the relative position of the
projection image to the object and the position of a virtual light source which projects
the projection image onto the object;

calculating for each pixel respectively the distance between the virtual light
source and a projection plane containing the projection position on the object,
projecting with the virtual light source as a viewpoint the pixels of the projection image
onto the pixels on the projection plane closest to the viewpoint, and pasting the
projection image onto the projection plane of the object; and

creating object image data for the object to which the projection image is pasted.

13. (Currently Amended) The image display control program of claim 8,
~~wherein~~ further comprising:

~~the program is operable to effect a function of~~ changing the transparency degree
of the projection object depending on the determination of [[when it is determined
from]] the relation ~~between~~ between the positions of the virtual light source, the
projection object and the object resulting from [[that the deformation of]] the projection
image pasted to the object [[is remarkable.]]

14. (Currently Amended) The image display control program of claim 9,
~~wherein~~ further comprising:

~~the program is operable to effect a function of~~ changing the transparency degree
of the projection object depending on the determination of [[when it is determined
from]] the relation between the positions of the virtual light source, the projection object
and the object resulting from [[that the deformation of]] the projection image pasted to
the object [[is remarkable]].

15. (Currently Amended) The image display control program of claim 8,
wherein

the object consists of a combination of a plurality of parts, and ~~wherein~~ further
comprising:

~~the program is operable to allow the control means to effect a function of~~
designating at least one of the parts as a projection target of the projection image in
response to operation of an operator, and pasting the projection image to the
designated part(s).

16. (Currently Amended) The image display control program of claim 9, wherein the object consists of a combination of plurality of parts, and ~~wherein~~ further comprising:

~~the program is operable to allow the control means to effect a function of~~
designating at least one of the parts as a projection target of the projection image in response to operation of an operator, and pasting the projection image to the designated part(s).

17. (Currently Amended) The image display control program of claim 10, wherein the object consists of a combination of a plurality of parts, and ~~wherein~~ further comprising:

~~the program is operable to allow the control means to effect a function of~~
designating at least one of the parts as a projection target of the projection image in response to operation of an operator, and pasting the projection image to the designated part(s).